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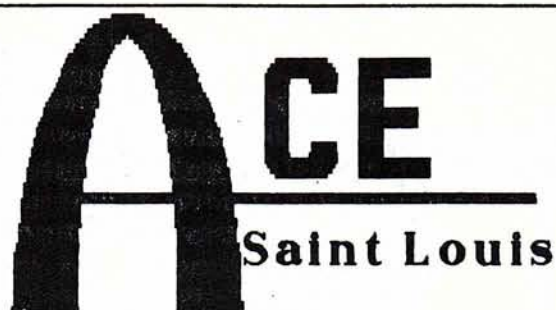
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Meeting schedule  
second half 1987

September 5th \* Saturday \* 12 PM  
October 7th \* Wed \* 7 PM  
November 4th \* Wed \* 7 PM  
December 5th \* Saturday \* 12 PM

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## **ACE-STL NEWSLINE**

**VOLUME 3  
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SEPTEMBER 1987**

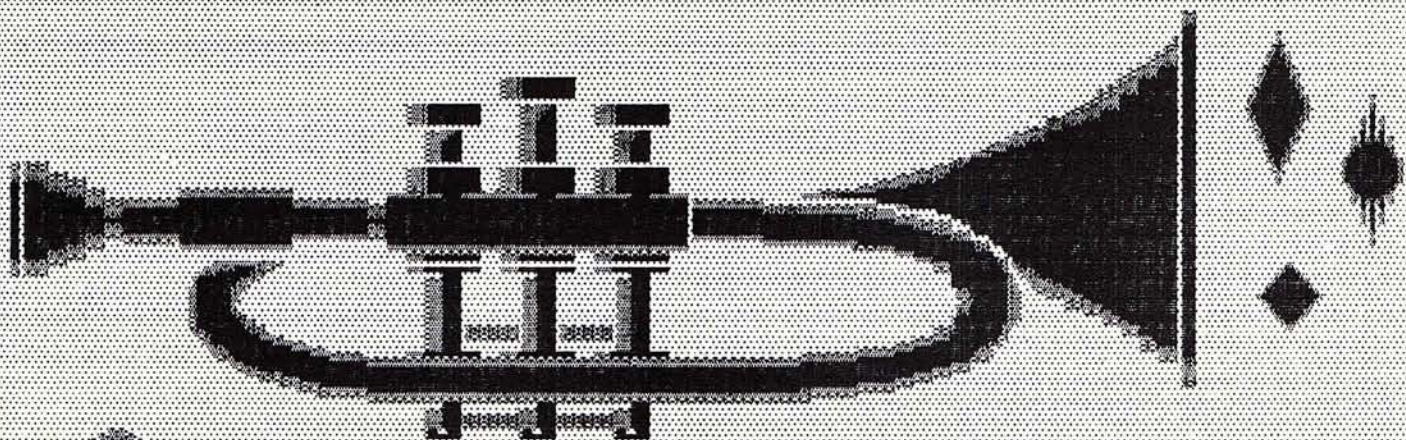
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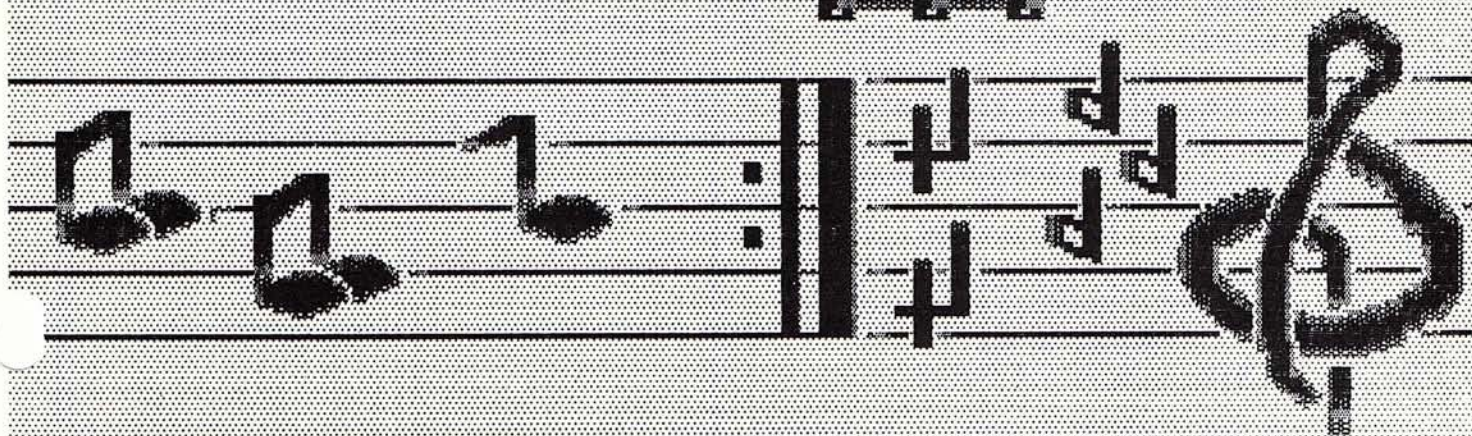
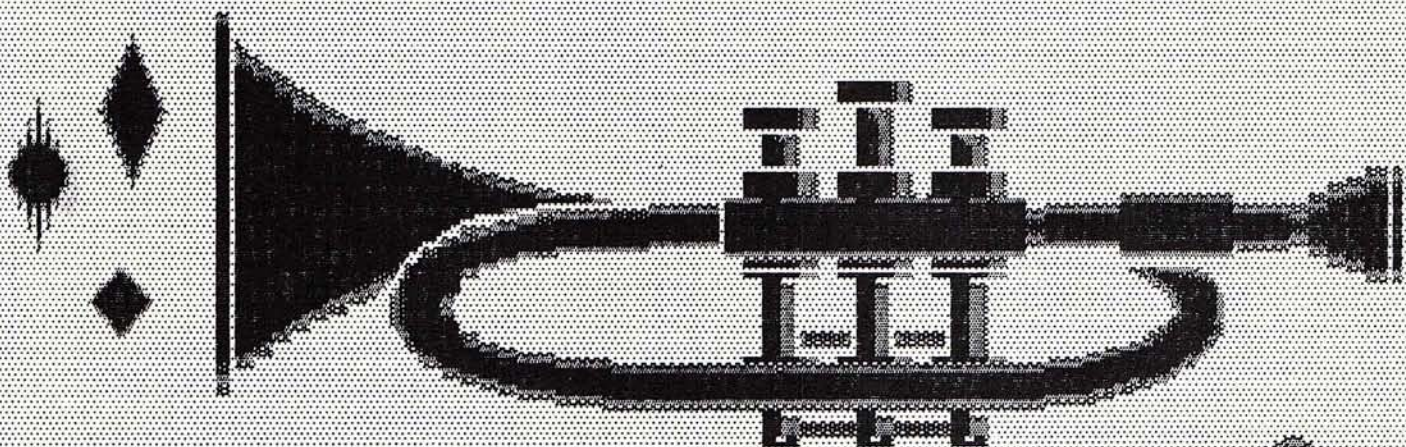
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SIG MEETING SCHEDULE  
ACE MEETING - SEPTEMBER 5TH  
THORNHILL LIBRARY.  
MIDI MUSIC -SEPTEMBER 7 KOPCHAKS  
ST SIG - SEPTEMBER 9 RANDALL'S  
GFA BASIC -SEPTEMBER 14 RANDALLS  
8 BIT SIG- SEPTEMBER 24 - RANDALLS





## *Music and the MIDI*





# RATTY'S RAP

BY Mathew J.W. Ratcliff

ACE St. Louis had a GREAT August meeting. Concerned over the "problems" many clubs have had with "incompatibility" between XE and ST owners, I polled the members about splitting the club. I was surprised that an overwhelming majority preferred to keep one club, and stick with SIGs to support divergent interests. Many 8biters said they love to see what's cooking on the ST, and the ST owners still like to hear what's new for the 8bits. I was PLEASED to hear this. I often tell others that the 8bit is NOT DEAD, but sometimes even I worry. To see such an enthusiastic and COMPATIBLE club (digitally as well as socially!) was a suprising and heart warming experience.

With nothing NEW AND IMPROVED to show for the XE we just chatted about the current state of affairs of the 8bit realm, and how the XEGS will change things. The XE Game System will bring about a lot of NEW game programs, and ALL of them will be compatible with the XL/XE systems and MOST will also run on the 400/800. After the 5200 fiasco (an 800XL with cartridge interface DESIGNED NOT TO BE compatible with 800XL's and no SIO bus), many people don't expect the XEGS to be compatible with the XL/XE computers. But this time we are in luck, anything that comes out for the XE Game System will be compatible with our favorite never say die 8bit machines. As many of you move on to the STs, I hope you find space for an ACTIVE 8bit machine. Some of the BEST games for the XE may never be ported to the ST and will be missed.

I brought in a briefcase filled with part of my game cartridge collection and offered to demo them, or move directly into the PC- DITTO demonstration being presented by Jeff of Randall's Home Computers. The XE folks and STers WANTED to see the demos of OLD 8bit game cartridges! I had planned to give a whirlwind demo of each, but it didn't turn out that way. As I fired up each "old friend", everyone took notice of how I played the game, asked about strategies, and took a great interest in my explanations of the game's strong and weak points. We got through seven games in about an hour, out of about 40 or so!

This went over very well, and wasn't a wasted effort. When Atari releases the XEGS, many of these Classic Cartridges will be revived as well. Many XE newcomers will be pleased to know that. Over the next few months, so long as the 8bit "drought" hangs on, I will continue to give demos of these cartridges along with a "play by play" description of the best and worst points in each.

Below is a brief report on each game demo, the first of an ongoing series of "Ratty's Video Vault Reviews":

**ROBOTRON** - \*\* Kill, kill, and kill again (sounds like another Chuck Norris movie, doesn't it?). Zap the robots before they eat up all your friends. Do that and you go to the next level to blast still MORE and FASTER robots. The goal is to gain more points, while saving a few people along the way if you can, until your ultimate demise. This coin op port doesn't hack it, because of jerkey character graphics.

**MOON PATROL** - \*\*\*\* A great coin op conversion indeed! Drive and JUMP your lunar rover over the surface of the moon. Shoot tanks, rocks and other nasties, while jumping craters and blasting flying saucers overhead. While no small task, the game has the unique feature of allowing you to continue play from one game to the next. This can get you through all 26 levels, eventually. Sound effects and smooth scrolling character graphics (which appear to be high resolution graphics, because they are so finely detailed) are superb, as well as playability.

**SPACE INVADERS** - \*\*\* 1/2 I bought an Atari because of this game! You kill until you are killed. Once you get the ship to land, you get one special effect (like the rescue of ET from earth?), and then you play until your wrists gives out from battle fatigue. What makes this game great are the sound effects! When I can, I play this one with the volume cranked ALL THE WAY UP! You'll love it!



# RATTY'S RAP CONTINUED

**ASTEROIDS** - \*\*\* This coin op conversion can handle up to four competing players (400/800) simultaneously! You all nuke asteroids until your ultimate demise. And in the "combat mode" players can blast one another, for fast (and brief) games. It is another classic that can be played for hours on end by the joystick master, since you continue to earn extra space ships EVERY 10,000 points. (I finally gave up one morning, around 2AM, after accruing a quarter MILLION points and over 20 spare space ships.)

**POLE POSITION** - \*\*\*\* This is my favorite 8bit game of ALL time! It is one of the most faithful coin op conversions you will ever see. You can almost feel the wind whipping through your hair as you slap her into high gear and squeal the tires on those tight turns. Excellently detailed smooth scrolling 3D graphics, sound effects, and quick joystick response make for a highly playable game that requires more pure skill than dumb luck.

**JUNGLE HUNT** - \*\*\* A funny thing happened on the way to your safari, you lost your girlfriend. Maybe Tarzan has stolen her? Swinging from vines, dodging crocodiles and boulders, and outwitting the nasty old cannibals is your challenge. This is not your typical kill or be killed, nuke-em-up. Reminiscent of PITFALL, this game is more imaginative and playable.

**DEFENDER** - \*\* This is a disappointing coin op conversion for a couple of reasons. The graphics are not very sharp and are slow and rather jerky, which makes it difficult to "anticipate" the moves of your foes. There aren't enough buttons on your joystick, so Atari placed the SMART BOMB control on the keyboard's SPACE BAR. The smart bomb SPACE BAR actuator tends to get SLAMMED real hard, in tight situations. It's ruined MANY Atari keyboards over the years.

Those are my 8bit Cartridge Classics for this month. Stay tuned for more XE Game System hardware and software data.

Once the Easy Draw review was finished, I jumped right into programming on the ST again. They include: DeTab - a utility to convert tab characters to the correct number of spaces in a text file (something 1st Word, Word Writer, and uEMACS users can appreciate). Fancy File Dump is not your usual hex file dump utility. It will take any file you specify and send it to the screen, printer or disk file in hex and a special readable ASCII format. It comes in REAL handy for deciphering file formats. Busy Buddy ST keeps the BBS busy while you take your nature breaks when ON LINE. Generally a BBS will "time out" on you and hang up the phone if you don't type something at least every 30 seconds or so. Just click on the Busy Buddy ACCESSORY and he will alternately send SPACE and backspace characters, once every two seconds. You can take a break, or just do some text editing right there in your FLASH edit buffer. It's a simple little hack that is VERY useful for those of you on BBS frequently. I wrote Busy Buddy Express for you 8biters too. All of the above have been accepted for publication in ANALOG or ST-Log.

Well, after working 12 hours straight on the main frame at work, it's tough to get motivated to doing any programming at home! I'm on a programming "team" now, developing some 'imaging system' software. The latest executable version of our program is over 800K! Finding bugs in that baby is LOTS of fun! So, I'm getting all my "compile from the Megamax and Mac/65 for a few weeks? ..... Nahhhhhhh! Mat\*Rat



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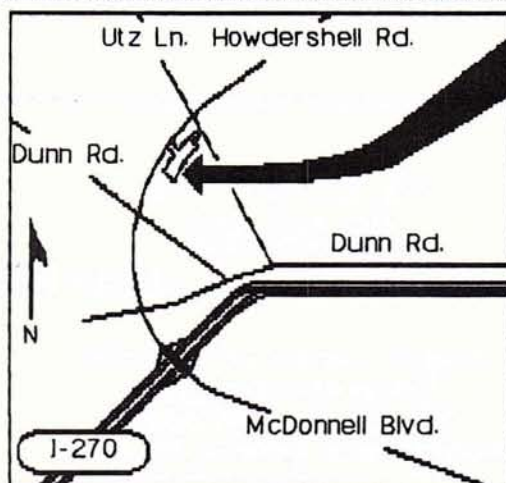
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# A.C.E. ST. LOUIS TEXT ADVENTURES

BY A.C.E. Club Member Darel Schartman

Something new is in the ACE library this month. Its a basic text adventure called S.O.S. MAL... This is my fourth adventure program. The other three are already in the library. I'll get to them in a minute. Now for MAL.

You are captain of a small scout ship. You have been ordered to investigate an S.O.S. originating from a research center on a planet outside of the galaxy. Although YOU know better, your alter ego must follow orders. The game begins as you land at the space port and exit the ship.

Standard two word commands, such as, OPEN DESK and READ REPORT are used. However, you can also use three word commands such as, CHARLIE SHOOT LASER or STEVE USE GIEGER COUNTER to order your crew members. You have five crew members to interact with.

But what is this MAL you say? Well, MAL is your nemesis. Its simple, either destroy MAL or be destroyed (eaten). My other three adventures are; Horror Castle, The Night Shift, and The Ten Treasures. I have maps for these games and I will try to make them available.

Horror Castle is my personal favorite. A vampire has bitten your daughter and has her at its castle. You must rescue her before nightfall or she will become one of the undead. She is in one of the thirteen coffins in the castle (a different one every game). You must not only find her but you must cure her to win the game

The Night Shift - Rated PG-13. You are the night watchman at an old factory. There are no objects to collect in this game. All you have to do is make your rounds and survive until morning.

The Ten Treasures; no one that I know has ever completed this adventure. Start by diving into the black pool. There are ten rooms, ten guardians, and ten treasures. Each treasure will help you to solve another room. GOOD LUCK ADVENTURING! If you need hints leave me E-mail on Gateway or Express.

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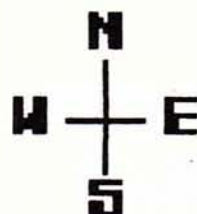
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# S.O.S. MAL...

by Darel E. Scharfman



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# Veep's Bleep's

## Rumbling and Bumbling.. Go Cards

Well here we go towards the end of the year, we plan to make the remaining meetings as good as possible. The September meeting will feature MIDI demonstrations. We will have both 8 bit and 16 bit music, this ought to be very pleasing demos. Time wise, if we have extra time we will have a new ST image scanner display and hopefully some timely information.

The time is closing in for us to sign up for the Thornhill facility, for 1988. Is there any input on dates, is the current schedule of three wednesdays and one saturday working for everyone? The sign-up is next month, so please come with some input in September. Thornhill seems to be well located and we couldn't ask for a better meeting place!

SIG meetings, the new eight bit SIG is the chic place to be lately, excellent attendance and a lively group. Sandra Ankrah is the SIG chairperson (finally we didn't draft Jeff Randall for something). If you have any questions for Sandra concerning the SIG and your participating in it, bring them with you to the meeting. The GFA SIG has been rather sparse lately. We are blaming it on the summer months and hopefully that is the problem. We have been blessed by the Randal brothers giving us a place to meet. They not only provide a facility, but give us refreshments and donate quite a bit of time. Let's either support the SIG meetings a little stronger or call them off as not to waste their time.

Last item, future meetings. We will have a meeting dedicated to spreadsheets, one for databases and one for word processors. Volunteer's???

I have also asked a Adventure expert to do a demo for us, we should have an answer shortly. Well, come in with some ideas!!! See you there, adios Amigos!

Jim \* Gateway



# Sub-Battle

## Epyx

### Master Series

Having been a big time fan of Silent Service by MicroProse and disliking GATO another sub simulator, I thought SubBattle was going to be a real junker. Boy, was I wrong. This is a top notch simulator. The game plays at four levels, You have the choice of a single mission or a Wartime command. One either game, you are given a choice of being the captain of a German submarine, fighting the English and Americans or an American captain plying Japanese controlled waters. If you chose the single mission, you can pick the year of the mission and the game will pull one of the scenerios up and present you with your orders. In the case of the Wartime command your given command of a sub and receive missions. Upon the completion of your mission your rated on the last mission and if your rating is high enough, you will be given leave and then a new mission. The levels control various aspects of the game. The time to load a torpedo, the skill of the enemy and other factors of combat.

The various scenerios include encounters with Battleships, Cruisers, Air Craft Carriers, Destroyers, Patrol boats, Tankers, Troop ships, cargo ships and of course aircraft. The planes are either fighters or bombers, both can do tremendous damage to your ship. As the war progress, your submarines become more modern. New models with different specs enter service. The ships have the ability (combat vessels) to shell you and some can drop depth charges on you. Your offensive stores include torpedos, a deck gun and a anti-aircraft gun on deck. Your ship once damaged can be repaired during the mission, but if the damage is too bad, you must return to port to effect those repairs.

The navigation of the ship, on levels one and two, is a breeze. You dial in the co-ordinates and the speed, click on the OK and you ship out for your destination. The navigation on levels three and four is manual, you must plot a course and sail it. You can distort time with time compression. You can use 1 second = 5 seconds, 1 second = 30 seconds, 1 second = ten minutes or 1 second = 4 hours (be careful there, the time really flies).

Detecting the enemy is radically different on different levels, one levels one and two, you have radar, a larger map that you can refer to that gives you enemy convoy locations. One levels three and four, you have to find them, no help is supplied. There are some fairly historically correct scenerios available, like the attempted invasion of Midway, several carrier fleets are attacking. The large ships are a terror to try and sink, I once fired six torpedos at a carrier from less than 2000 yards, three hits and the carrier left the area at 29 knots... Hmmm. I did luck out and flush a Battleship into shallow water and sink it with about ten torpedos. The destroyers, escorts and patrol boats are potent enemies, they are fast and dangerous.

In conclusion, if you like War simulators, have an ST and maintain a high frustration level, this is a game for you. It will provide you with endless hours of simulated combat. This is a faithful and excellent game.

SubBattle, by EPYX, master series available at Randall's Home Computers sells for \$39.95.

Jim \* Gateway



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## DALSY-DOT

Reviewed by Joan Ryan

Daisy-Dot is a N.L.Q. software utility for XE, XL computers. It is written by Roy Goldman. At present it is Epson and Gemini compatible but I feel strongly that there will be additional printers added as time goes by. The quality of the print from this utility is indistinguishable from an actual N.L.Q. printer. In addition, you get 6 fonts, plus a very sophisticated font editor to design your own. You control the amount of space between each letter by choosing a number from 0 to 20. Although 20 seems a bit far-fetched, I have used 0 spacing when utilizing the script font. The result is comparable to a script letter on an I.B.M. Selectric. This utility is a lot of fun! If this sounds like an incredible deal, it is! This program is now included among our club disks.

In addition to owning an XL or XE computer, you must have a word processor which will "Print" to disk. "AtariWriter Plus" and "PaperClip" both have these functions, but "AtariWriter" does not. When using your word processor, you must both "Save" and "Print" your file to disk using different names because you cannot retrieve your "Printed" file for corrections.

"Daisy-Dot" includes 7 pages of detailed instructions under the filename DALSYDOT.DOC. Print this file by loading DOS from another disk and calling up the "C" function. Next copy the file DALSYDOT.DOC to P: for printer. Read your docs carefully. They are quite thorough, but they only give "print to disk" instructions for "PaperClip". To print to disk using "AtariWriter Plus", do this: First experiment with the margins in the "Global" format because the right margin number will have to be adjusted with these fonts. The margins will depend upon the size of your font and how many spaces between letters you find visually appealing. I used 5 for the left margin and 95 for the right in this article. Now SAVE to disk as you would normally. Next select the "Print" function and answer N to "Print to Printer?" prompt. You must then name your file using a D: device depending upon which drive you intend to print to. Be sure to alter the name slightly. Now comes the confusing part. You MUST designate a printer so the program knows in which format to save. Otherwise, you will sit there all day. Do NOT use your regular printer. Use 1027. Now proceed through the other prompts and the file will print to disk.

This article was written using the "Script" N.L.Q. font of Daisy Dot, with two spaces between letters. The average spacing is two or three. Below are examples of the other five fonts included on disk.

### SANSERIF.NLQ FONT

Sanserif font is the smallest sized font. It's useful if you need a clean script which will allow a great deal of text in a small space.

### OHIO.NLQ FONT

This is an example of OHIO font. It is useful if you need a bold typeface. It looks better with more spaces between letters.

### BLOCK.NLQ FONT

Block font is one of the cleanest appearing fonts, because it utilizes square letters which the dot matrix does the best job on.

### OLDE.NLQ FONT

This is another bold and dramatic font. It would be useful to make monogrammed stationary, or anything else requiring a fancy font.

### ROMAN.NLQ FONT

Roman font is styled most like the fonts you see in magazines and textbooks. It has an unusually nice appearance for a dot matrix font.



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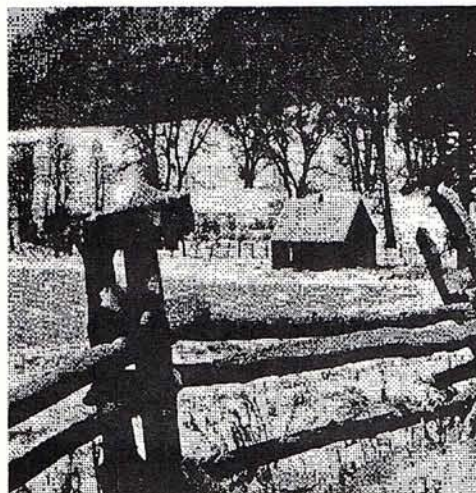
Print out your work on Epson graphics compatibles, Atari SMM804, and Gemini 10x printers. Drivers are available for 24 pin printers and the HP Laserjet Plus. In June a postscript driver will be released enabling files to be printed on the Apple Laserwriter or transmitted for output on the L100 or Linotype ultra high resolution output devices.

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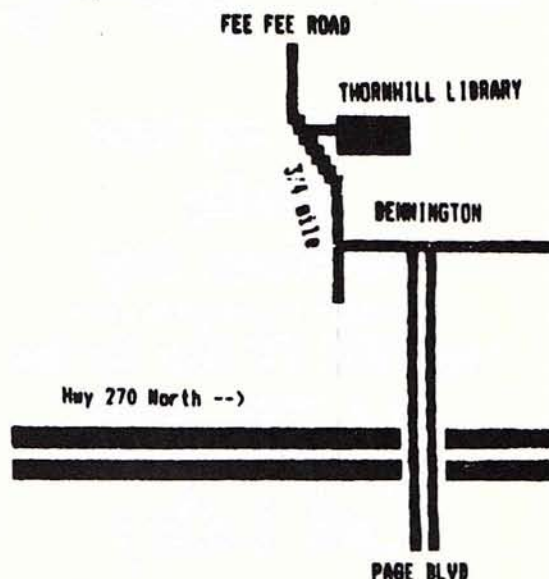
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